

WARGAME GAMES PRESENTS CHRONICLES



#1661/17

ARCHINQUISITOR
NIKODEMUS'
SACRED
CRUSADERS!

TWO INTRIGUING
SCENARIOS!

THE FENRIS BIKE &
GT OFFROAD!

AND A LOT MORE!!!

WARZONE
MUTANT
CHRONICLES

ISBN 91-7898-430-0



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Heartbreaker



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THE WARRIORS OF THE LOST PARADISE ARE COMING...

As the editor of Chronicles I am happy to see the next step in Warzone. Soon we'll release the first supplements for Dark Eden-Mutant Chronicles on Earth. Stefan Ljungqvist, the Project manager of Dark Eden has been working day and night to make it the best product ever (as always). Of course, in the meantime we're not forgetting Warzone itself — new Compendiums are coming out all the time, and you will always get your issue of Chronicles, crammed with exactly what you WANT....

...You don't agree? Well, tell us what you DO want to see in Chronicles, or, better yet, write it yourself and send it in! We appreciate ALL submissions for Chronicles, from painted figures to articles and reviews. This is your chance to contribute to the Mutant Chronicles and let other people see and read about your creations!

Seen anything cool out there? Drop us a line and tell us about it! That's the type of thing the "World of Mutant Chronicles" section is all about, and we need YOU to be our eyes and ears out there, in the Warzones!

The easiest way to get in touch with us is to send e-mail (English only) to warzone@target.se, or just write a letter to the address in the national section.

That's all for now; keep in touch! (Hey, that was an order!)

Sami Sinervä
Editor in Chief

CHRONICLES

CONTENTS

FEATURES

RAIN12

Four days of rain. Four days of hearing the little patter of droplets banging ever so loudly against your helmet. Four days of wet socks, wet underwear, and wet food.... A violent story from a violent world.

THE BATTLE AT HARPER'S FARM14

"Harper's Farm was a close one," Nick once told me. "If the Infantry hadn't arrived, we'd be Sushi now." Nick was probably right. What if Mishima had won the battle? This thrilling scenario lets you re-enact one of the decisive battles of the '73 Mishiman Incursion.

NIKODEMUS' SACRED CRUSADERS18

Archinquisitor Nikodemus may be a legend, but few realize he's a legend in the flesh. Even fewer know about his extremely skilled elite guard. Read about how they assist his holy missions in this special look at the Sacred Crusaders.

HERESY23

The Sacred Crusaders have discovered some mysterious things about the Dark Legion and Cybertronic. Now, at the Barnes River of the southern desert of Mars, everything lies in the hands of Archinquisitor Nikodemus.

COLORMANIA27

New paint sets from Heartbreaker — read all about it!

DEPARTMENTS

THE WORLD OF MUTANT CHRONICLES4

All the latest news from around the world.

NEW FIGURES6

This month's bunch of cool new figures, plus rules and pictures on the Fenris Bike and GT Offroad vehicles.

THE NATIONAL SECTION28

Tim Prow says hello! p. 5



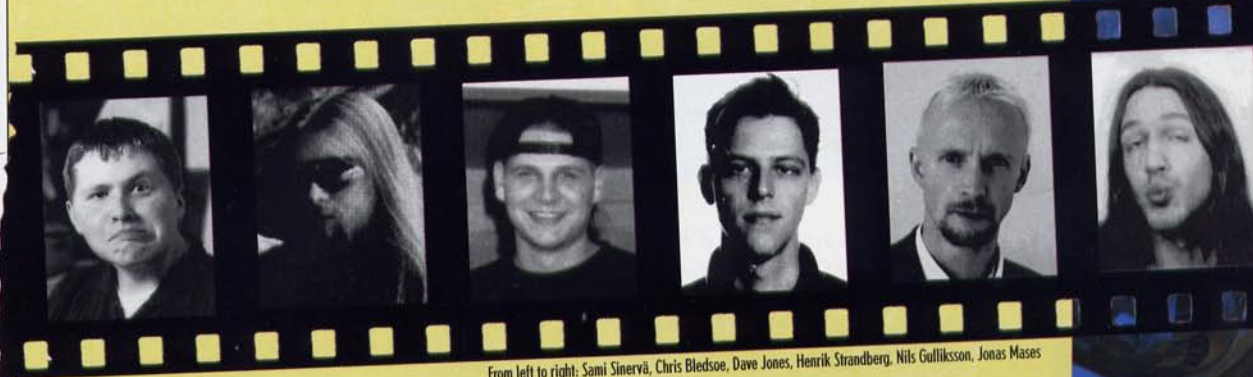
The GT Offroad p. 9



Sunset Strikers vs. Samurai p. 14



Nikodemus personal force p. 18



From left to right: Sami Sinervä, Chris Bledsoe, Dave Jones, Henrik Strandberg, Nils Gulliksson, Jonas Mases

NEWS FROM THE FORSAKEN EARTH

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IN THE STUDIO...

Mark Kay, Kev White, and Tim Prow are bestowing their final blessings on the first master pressings of the Dark Eden miniatures, and we just have to say they look absolutely stunning! Imagine – the



GAMORRIAN EMASCULATOR

soldiers of all the major players of Europe, visualized as action-packed masterclass Heartbreaker 3D minis! The beasts that roam the forsaken landscape, soon to be

released in both resin and metal!

The Dark Eden team is playtesting the new rules additions right now, and we guarantee they'll add some new, intriguing twists to you Warzone game. Twists like the Rasputin Rivetbulls, which eat...lead?

The Dark Eden Sourcebook will contain everything you need to play the forces of Forgotten Europe. If the Dark Legion is your fancy then don't you fret, little trooper, there will be plenty of Darkness to go around. The Dark hasn't forsaken the Earth; instead, they've been breeding all kinds of new, terrible creatures like the Gamorrian Emasculator or the dreaded Nascarazide. Although it will be fully compatible with Warzone, the Dark Eden Sourcebook will include many new rules that reflect the very different tactics and fighting styles used by the survivors of Forsaken Earth.

In the next issue of Chronicles we'll give you more Dark Eden Warzone previews. Until then....

STOP THE PRESS!

On popular demand, we made it just the way you wanted! Instead of releasing two separate books for Imperial (Wolfbanes & 32nd Trench Battalion) we are binding them together into one single, unabridged, complete Imperial Compendium, containing EVERYTHING-TO-DATE you ever wanted to know about the Clans of Damnation. Planned for release in the beginning of Summer '97.

CRUSADES 1997

SUBJECT: POST-ACTION REPORT, CRUSADES 1997

OBSERVER: PATRICK CANNON, FREELANCER, HEARTBREAKER

In compliance with Cartel directive 132a-565f-da, all Cartel Operatives must report on all encounters with the Dark



#9634

Legion, Heretics, or unconverted miniature wargamers. My report (filed in quadruplicate) on the engagement known as Crusades 1997 is as follows:

As a brisk wind blew outside the hotel, snow gathering itself in corners and archways, the Faithful gathered at the Cathedral known as "The Ramada Inn" with only one goal: they wanted to play miniature wargames. It could be said that some were there for a Wyvern tournament, and others were there to look at the wildlife, but the vast majority had only ritual combat and mutilation on their minds.

Crusades is a yearly historical miniatures convention, sponsored by the Connecticut Games Club. Although this year saw the Con expand into a larger area of approximately 10000 square feet, everyone was still pretty cramped when you

consider

there were about a dozen vendors and fifteen huge warboards shoehorned into that space to serve between 150 and 200 people. They've already secured a much larger space for next year.

Somewhere in that crowd, Les Robertson and myself were two stout defenders of the Faith of Warzone, working tirelessly to spread the gospel of the Brotherhood to all those fans of historical wargames. Our original mission was to run one ninety-minute Warzone demonstration a day, but there turned out to be so many heathens in need of conversion that we ended up running demos from 6 p.m. Friday straight through until Sunday afternoon. As the new converts began to declare vendettas against each other, we soon found ourselves forced to moderate several grudge matches. Although we stalwart Freelancers started losing our voices early on Saturday, the battle continued, with the top three players in each game getting battle ribbons to com-memorate their valiant efforts. Many thanks go to acolytes Ken Sanford and Eric Rathbun for their efforts on behalf of the Brotherhood. The Cardinal's light shines upon you!

As a measure of our success in spreading the Book of Warzone, many new acolytes purchased the convenient Warzone products from the Cartel Store of War & Pieces, located a mere ten feet away. Please call War & Pieces if you need the latest products in the USA (or are just fanatical enough to pay the international shipping). Ask for Jim at (860) 232-0608.

Thank You for Your Attention,

Pat Cannon, Freelancer (patc@internet-95.com)

INTO THE MOLD WITH TIM PROW

It was late December and the deadline for issue 7 was getting closer and closer. Who were we going to interview for this issue? Then, at the last minute, someone came up with a great idea: Tim Prow is not only one of Heartbreaker's great sculptors, he also paints. Why don't we give him a call? And so we did, starting with a few easy questions before moving on to the harder stuff.

Full name: Tim Prow

Age: 25

Born in: Nottingham, England

Married? Yes!! Since July 20th!

Employment: Sculptor for Heartbreaker

Chronicles: So, Tim, how did you start working with figure sculpting and painting?

Tim: I started painting as a hobby when I was about 12. Later, when I was about 16 and still in school, I got a Christmas job painting figures for Games Workshop. The next year, I was working regularly for GW as a figure painter, but by the time I turned 21, I had decided to sculpt figures instead — there was a hell of a lot more money in sculpting and it just seemed like a natural progression. I made the transition from painting to model making by converting single figures and making dioramas, but then Games Workshop wouldn't let me design for them (they said something about me having no talent), so I started looking for a way out. I took a chance with Heartbreaker and it paid off. I still enjoy painting (and I'm even working on my design technique).

Chronicles: Instead of sculpting, is there anything you've dreamed of doing that you'd rather do?

Tim: Not really. I had a couple of jobs before I started at Games Workshop, but figures are totally different from your average job. More interesting, and I feel like I fell into this job, as if it was always meant to happen.

Chronicles: How long have you been working for Heartbreaker?

Tim: Four years this May.

Chronicles: And how long have you been involved in the Mutant Chronicles project?

Tim: Around three and a half years. My first Mutant Chronicles figure was a Legionnaire.

Chronicles: What appeals most to you in the Mutant Chronicles universe?

Tim: I'm not really sure. It's got a more solid edge to it than the other games have. The church (i.e. the Brotherhood. — editor's note) is pretty funky and doesn't put up with any shit, kind of like the Spanish Inquisition.

Chronicles: Which of your figures make you most proud?

Tim: Probably my two slightly huge Mortificators and the Elf Command Group I did for Leviathan (RIP).

Chronicles: You also do a lot of really good painting. Do you have any advice you'd like to share?

Tim: Patience is good, so don't expect miracles right away — it just doesn't work like that. Also, try to break big jobs down into a lot of basic, smaller jobs — it's hard to explain this in a few words!

Chronicles: Maybe you'll write an article about that for a future issue of Chronicles?

Tim: Sure.

Chronicles: What are you working on right now, and in the future?

Tim: I hope to finish three Algeroth Destroyers in time for Christmas. Then I've got a Fenris Bike and the Bauhaus Blitzers to do.

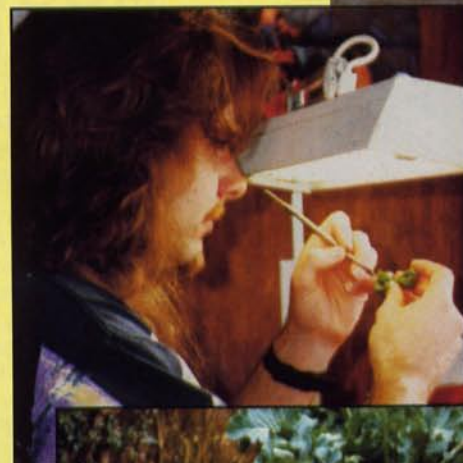
Chronicles: What do you do in your sparetime?

Tim: I've been spending a hell of a lot of time on the Internet playing Net Quake. The phone bill's going to kill me. I tell you, if we could produce a PC game like that, only based on Mutant Chronicles, it would be awesome!

BOOKS: Terry Pratchett's Discworld books and James Herbert.

FILMS: Interview With a Vampire, Apocalypse Now, Jabberwocky, Aliens, Predator 2, Seven.

MUSIC: "Where do I begin.... I've recently had a complete musical revolution thanks to Chris (Bledsoe, for those who don't know. — editor's note) and some other friends. White Zombie, Die Krupps, Rosetta Stone, Scorn, Pantera and Ministry (to name a few)."



#9641



#9525



#9608

MOURNING WOLVES

Wives and lovers of Imperial warriors fall in the battlefield, the Mourning Wolves are a terrifying presence. Wielding their Tangle Chains and Claws of the Wolf, a pack of Mourning Wolves can lay waste to even the most ruthless enemy heroes.

SPECIAL RULES

Mourning Wolves learn to work together, so much the better to gain vengeance against those who have taken their mates. They have the Team Training ability.

These deadly she-wolves wear very little armor and have been known to sneak up on Mishiman Shadow Walkers and even Mortificators. Mourning Wolves have the Commando Training and Stealth special abilities.

EQUIPMENT

Mourning Wolves are armed with Tangle Chains and the Claws of the Wolf (see Wolfbane armory). Any Mourning Wolf can exchange her Tangle Chain with a load of Iron Bolas. One Mourning Wolf, and the Mourning Wolf Chieftainess, may instead be armed with an Invader.

THE VENGEFUL WHIRLWIND

Once engaged in close combat, the ambidextrous Mourning Wolves become a blur of chains and blades. When armed with a Tangle Chain and Claws of the Wolf, a Mourning Wolf may make two "free" secondary attacks each turn. These secondary attacks need not be sequential in the turn.

STRUCTURE

Mourning Wolves operate in squads of 2-5 warriors, plus a Mourning Wolf Chieftainess. The Chieftainess (often referred to as the Alpha Bitch) has all the same abilities as the Mourning Wolves.

MOURNING WOLF HEROINE

SPECIAL RULES

These vicious she-wolves have all the special powers of their squad: Team Training, Commando Training, Stealth and the special Vengeful Whirlwind attack bonus.

EQUIPMENT

Mourning Wolf Heroines can be armed with any equipment from the Imperial, Wolfbane or General armories, except heavy weapons. They always carry a Tangle Chain, too.

STRUCTURE

Mourning Wolf Heroines are individual models. You need to have one squad of Mourning Wolves for every Mourning Wolf Heroine you wish to purchase for your force.



TANGLE CHAIN

This 1-handed weapon, a mass of hooked and barb-wired chains, is exclusively used by the Mourning Wolves. The Tangle Chain is used to perform a special TANGLE attack on any target within 2" of the model. On a CC success, all of target's stats except A are cut in half (round up). Attacker can choose to maintain the TANGLE. The defender must make a successful Breakaway roll to get out of the chain. Warriors cannot move for the duration of the tangle. Warriors cannot TANGLE large models.



CR	MX	RM	DAM	COST
CC	-	-	special	2

CLAWS OF THE WOLF

CR	MX	RM	DAM	COST
CC	-	-	12	1

PROFILE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Mourning Wolf	15	12	-	15	3	1	0	4	22	27
Mourning W. Chieftainess	16	13	-	16	3	1	2	4	22	32
Mourning W. Heroine	17	14	-	16	4	2	3	4	22	40



#9875



#9532





FEMALE MORTIFICATOR

These female assassins are some of the most skilled and dreaded women in all the Brotherhood. The common people don't even know the Mortificators exist, but to those heretics unlucky enough to meet them (but lucky enough to survive), they're as real as the sky on Mars is bluish-red.



FEMALE MORTIFICATOR
#9667



ARCHINQUISITOR NIKODEMUS

His Eminence the Archinquisitor of the Second Directorate is rarely seen without his battledress, a stern look, and Gabriel, his trusty Justifier.

ARCHINQUISITOR NIKODEMUS

#9666



FEMALE HERETIC



There are heretics in every corner of the Solar System. Even that nice looking babe sitting next to you in that cool high-class bar in the nicest Capitol neighborhood of Luna could be a heretic. Why not ask her, if you dare?

FEMALE HERETIC
#9665





IMPERIAL REGULARS

The Imperial Regulars are the grunts of the Imperial Corporation, the backbone of the Imperial Royal Forces. They act as fire support for Imperial close combat troopers and spearhead assaults on the Dark Legion citadels.



**REGULAR/TRENCHER
SERGEANT**

#9871



**REGULAR/TRENCHER
HERO**

#9874

**REGULAR/TRENCHER
W/DESTROYER LMG**

#9872



**REGULAR/TRENCHER
W/CHARGER HMG**

#9873



REGULAR/TRENCHER

#9531



REGULAR/TRENCHER

#9531

A BEAST ON WHEELS —THE GT OFFROAD—

By Chris Bledsoe, Dave Jones, and Sami Sinervä

Kapitan Bernard Waldgarden ordered the young driver of his GT offroad vehicle to step on the gas. Unlike many Kapitans, Bernard loved to be in the heat of a battle, right in the middle of things. As he closed in, he could see that his troops — two squads of Venusian Rangers — had started their attack on the Capitol scum.

Damn Capitol, he thought. Fooling the Bauhaus commoners to trust in freedom. As if food and a bed for the night wasn't good enough for them, the commoners talked about "freedom." Pahl!

Bernard laid his hands on the GT's mounted MG-80 and gave his driver new orders to turn through the rough terrain and approach the left flank of the Capitol Heavy Infantry. While he was aiming the heavy machine gun, the three Capitol soldiers closest to him suddenly saw his vehicle approach. One of them screamed and readied what looked like a Headbutt Rocket Launcher to meet the assault, but it was all a moment too late.

Bernard squeezed the trigger and fired his weapon. The first few bullets hit the soldier with the Headbutt right in the throat. Another passed straight through him and hit the soldier behind him in the chest. The next burst hit a female soldier in the middle of her forehead.

The soldier with the Headbutt, in agony but not quite dead, took one last aim at the GT and fired. Seeing the missile coming, Bernard took his chances and dived out of the car just before it hit. He landed in a deep pool of mud, moments before his battlecar exploded behind him.

Oh, hell, I love this, Bernard thought to himself. He smiled behind his Deathskull mask, picked up his Plasma Carbine, and fired it point blank at the approaching Capitol soldiers.



BACKGROUND

The GT battlecar was designed and manufactured by Fieldhausen Motors as a armored staff car suitable for the battlefield. It was an immediate success, offering high speed and surprising maneuverability for such a heavy vehicle. Later, when Kapitans complained about having to watch the fighting without being able to join in, a MG-80 mounted machine gun was added to the design.



GT OFFROAD

MV	AC	W	A	COST
6	3	4	30	80

TYPE: Heavy/Wheeled/Open

SPECIAL RULES: A passenger in the GT may make a Leadership test to jump out of the vehicle if it explodes. If the roll is successful, place the passenger's model 3" from the vehicle.

WEAPONS: The GT comes equipped with an MG-80 (detailed in the Warzone rulebook), operated by the passenger.

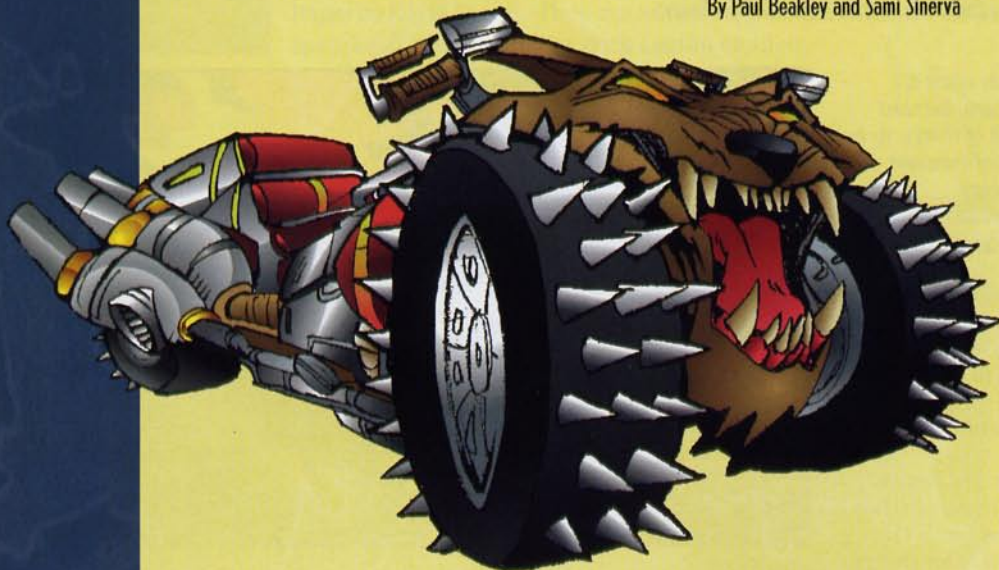
FIRING ARC: The GT can fire in a 90 degree arc to the front, measured from the muzzle of the gun.

STRUCTURE: The GT is purchased as an individual vehicle and is crewed by a Dragoon driver and a Dragoon gunner.

PROFILE	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Dragoon	10	14	—	13	3	1	0	9	28	27

STEP ON IT!!! —FENRIS BIKE—

By Paul Beakley and Sami Sinervä



Her name was Angelica McGregor and she was a beautiful woman. She had long dark hair that went down her back and beautiful blue eyes. But there was something more to those eyes. They were cold...even icy.

This must be the worst day of my life, the female Wolfbane thought as she waited for the Fenris Bike to warm up. This morning, she'd returned from a mission to the arid Venusian desert near Milesion City, deep in the Ring of Fire. Then she'd grabbed a few hours of sleep before the alarms went off and the Dark Legion attacked the whole goddamn base.

Almost the worst. She caught herself. She would never forget the day when her husband was killed by those stinking pigs, the accursed Cybertronic corporation. Since that day, she had sworn to dedicate her life to her husband's cause, protecting and serving the Imperial corporation

as he had, but as a Mourning Wolf.

She turned the gas handle and drove off with one hand on the steering bar and an Aggressor in the other. Once she got out of the cave where the Wolfbanes stashed all the Fenris Bikes and (usually) the Necromowers, she scanned the scene for Legionnaires. She had only encountered them a few times but she knew the warnings old Wolfbanes had given so many times. "Don't let a Dark Legion weapon even make a scratch on your body," they said, "or your soul will be forever lost...."

She knew that it was a risky time to be out riding a Fenris Bike, but it was what she was trained to do. Her wolf sisters were facing a squad of undead legionnaires with nothing but their Tangle Chains and Claws of the Wolf. Angelica knew what had to be done.

She made a quick turn and drove straight toward the Dark Legion squad. As she closed in, she aimed and fired her Aggressor at one of the undead. The bullet hit it right in the head and exploded, taking the skull with it. It took the headless body several seconds to fall down.

Meanwhile, she dropped the Aggressor and drew her Tangle Chain. When she had closed with the undead squad, she struck out with the chain and tangled it around their waists, crushing the weak bones. Three of the undead, sliced in half by the chain, dropped to the dirt. Simultaneously, Angelica's sisters charged the remaining scum.

Angelica made a u-turn and approached the Centurion leading the squad. Unfortunately, it somehow sensed she was coming. Just as she was about to strike it with her Claws of the Wolf, the Centurion turned and hit her hard in the chest with his Skalak. The blow was violent enough to knock her off her bike — only the beast skull on her chest kept her



from being cut in half herself.

Dizzy but alive, Angelica stood up just in time to dodge the Centurion's Skalak again. She counterattacked, but the creature only blocked the blow and chittered to itself, as if amused by the woman's skill.

The Centurion aimed its Voriche at Angelica but she ducked just in time to avoid being hit by the unholy bullets. She struck out one last time with her claws and hit the Centurion in the stomach. Her blades dug deep through the flesh and green blood started spurting out of the wound, but she continued slashing into the creature's belly until she was covered in its blood.

All the while, the Centurion was screaming in its high, unnatural voice. Finally, it slumped to the ground. Angelica stood up and watched as all the undead suddenly stopped their attack on her sisters. The legionnaires did nothing as the Mourning Wolves chopped them to pieces....

BACKGROUND

Loud, fast, and dangerous, the Wolfbanes' Fenris Bikes scream across the battlefield to quickly engage the enemy and harass hidden forces. Although a Fenris Bike is a small, poorly armored death trap, the Wolfbanes swear by them.

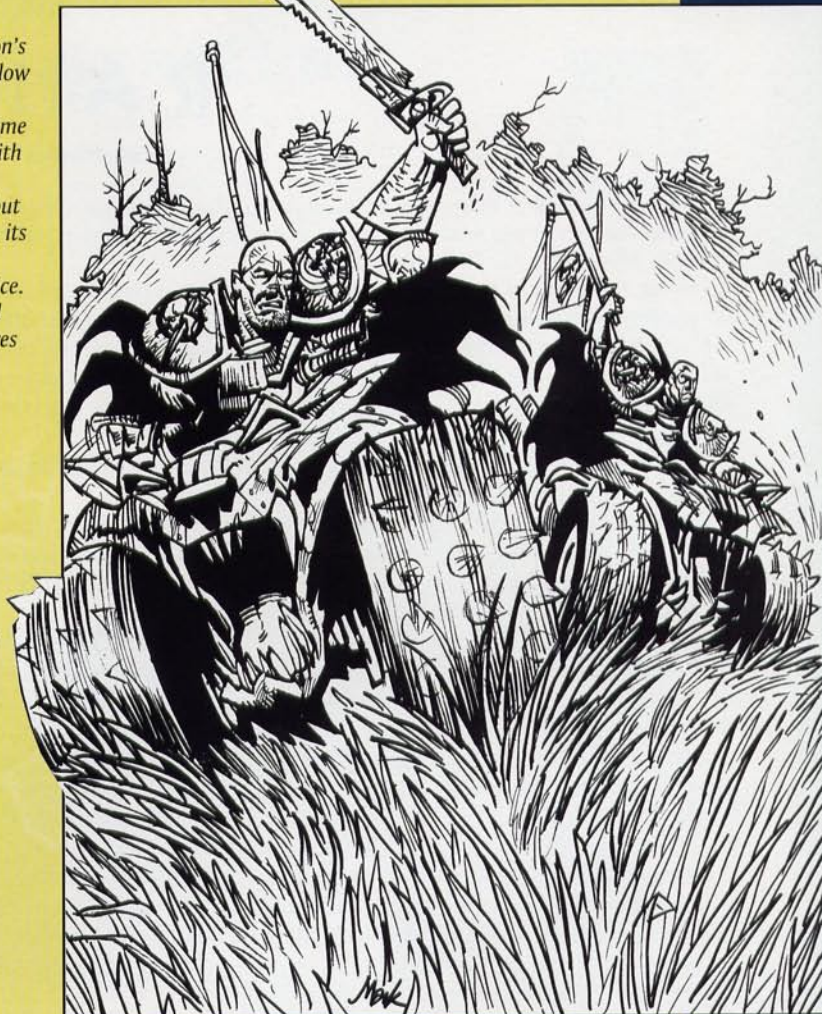
TYPE: Light/Wheeled/Open

SPECIAL RULES:

- The Fenris Bike may Charge into close combat, with the driver fighting from the back of the bike. Charge bonuses apply as normal
- Fenris Bike drivers do not need to make a Breakaway roll in order to leave close combat.
- The Fenris Bike may make any number of turns of any angle during a Move action.
- Fenris Bikes cannot make Ram attacks.

FENRIS BIKE

MV	AC	W	A	COST
8	4	2	24	30



FENRIS BIKE

VEHICLE	MV	AC	W	A	Cost
Fenris Bike	8	4	2	24	30

TYPE: Open Wheeled

SIZE: Light

OTHER RULES: The Fenris Bike may Charge into close combat, with the driver fighting from the back of the bike. Fenris Bike drivers do not need to make a Breakaway roll in order to leave close combat. The Fenris Bike may make any number of turns of any angle during a Move action. Fenris Bikes cannot make Ram attacks.



WEAPONS: The Fenris Bike is not armed. However, the Bike driver may use any single one-handed weapon and/or any single zero-handed weapon (such as a Howler grenade launcher) from the Imperial or General armories.

FIRING ARC: The driver may fire at any target in any direction.

STRUCTURE: Fenris Bikes operate in leaderless squads of 2-4 bikes per squad. They can be driven by any Wolfbane Hero or Heroine, or by any Commando except Pathfinders.

VEHICLE WEAPON	CR	MX	RM	DAM	Notes
None.					

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost
Wolfbane	15	13	—	15	3	1	0	3	24	25

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes
Punisher Sword	CC	—	—	14	3	
Aggressor	3	6	-2	10	1	

RAIN

By John Richardson

Fitch listened carefully to the pinging of his ear plugs. Silently, he keyed a few minor adjustments into the scanner to set it for maximum sensitivity, but there it was again, a light ping in the jungle ahead. Seconds later, he was rewarded when the scanner converted the contact into solid information. The freaks were ahead!

Moving slowly, ever so slowly, he turned his head to the right and brought his right hand up to his helmet, flashing finger signals to Jerry Cooper. Jerry was waiting twelve feet behind him, twelve feet being the limits of visibility in the jungle on a clear day. Today was nothing like a clear day, but a downpour of rain just like yesterday and every day for the last four days.

Four days of rain. Four days of hearing the little patter of droplets banging forever against his helmet. Four days of wet socks, wet underwear, wet food. Four days of tracking five rogue operatives of the Cybertronic Corporation, or, as far as Fitch was concerned, five freaks who'd volunteered for cyber-enhancement.

"It looks like the freaks are finally heading our way," he said to himself. Cooper was signaling back. His scanner confirmed contact...five metallic moving...100 yards...northwest.

A hundred final yards, and all Fitch had left were two clips for his M-50, a notched Punisher Short Sword, and Captain Pearson's Chameleon Oversuit. Captain Pearson had been dead two days now and didn't need the suit. Unfortunately, Cooper needed ammo even more than Fitch did, but he was just going to have to make do with his heavy M-89 or die.

Cooper and Fitch were the last survivors of H-1-3's Sierra Squad. Sergeant McFarland, Captain Pearson, Teller, Vecincint, Pollard — all dead. Fitch got some grim satisfaction thinking that Sea Lions die hard and Sierra Squad had been no exception. At full strength, they had traded even casualties with Cybertronic, but now that it was two Sierras to five freaks, they could no longer afford those numbers. Bad odds against heavy weapons and super enhanced humans. All Fitch wanted was to brace the M-89 to a tree and fire at the five Chasseurs from the side, taking them out in the crossfire.

"Head shots," thought Fitch. "Boy, all we need are clean head shots." In the pelting rain, he knew the chance of getting those precious clean shots was extremely low.

He glanced back at Cooper, who was concentrating on his scanner. A look at his own scanner confirmed that the freaks were heading straight at them at top speed. This was it, hostile contact, running was no longer an option. Their only chance left was to overwhelm them with firepower.

Cooper was tapping the outer corner of his eye, giving the sign for "closer." "How close," Fitch asked himself, "before Cooper lets loose with the M-89?"

The signals from his scanner indicated that the freaks had changed course and were spreading out, a tactic that Fitch had been expecting. Strange, though, how much speed the enemy had picked up, heading straight through the heavy undergrowth toward them.

When the proximity scanner had dropped to 100 feet, Cooper braced the M-89 against a tree for support and let fly. It was hard for him to keep the HMG muzzle down, but he kept firing, clearing a path through the jungle with its killing rain of bullets. Almost immediately, return fire came from several directions, making Cooper's body jerk like a rag doll as the M-89 fired spasmodically into the jungle.

Fitch opened up with his M-50, aiming in the direction of the return fire. Under Cooper's dead fingers, the M-89 was still whirring, clicking off empty spaces, but Fitch couldn't hear it. The downpour of the M-50 and the rain had deafened him to everything else.

His clip ran dry and he ejected it, sweeping a new one into the stock without missing a beat as he fired blindly ahead. Bits of jungle foliage came down in the rain as enemy bullets tore new paths in the jungle all around him. His scanner was pinging insanely, but he no longer noticed.

Fitch didn't know he had been hit until he had emptied his second and only clip and felt the searing pain in his left arm. He reached for his auto injector, but it wasn't there. All he had were the Captain's combat drugs. Desperately, he grabbed the unit and stabbed the pneumatic injector into his thigh, then released the trigger. His vision cleared. He drew his Punisher.

The only thing he could hear was rain. They had to be ahead. Since they'd stopped firing, he figured they had to be reloading. He stood up just in time to see the Attila emerge from the vines in front of him.

Suddenly the Attila's head sparked with the ricochet of heavy bullets from his left. The huge unit swung its weapon around to face a new threat — Cooper's M-89, sending a barrage of heavy death its way. Cooper was still alive! As if in slow motion (or was that the combat drug, wearing off?), the HMG fire severed the Attila's head and the body fell backwards, exploding into a shower of sparks.

Fitch scrambled back to check on Cooper, but it was too late. Cooper's head lolled back, unable to remain upright as darkness took his sight away. He was already dead when Fitch reached him, his body washed clean by the rain, barrel steaming from the heat.

When the Cuirassier cut Fitch to pieces with heavy machine gun fire, he never knew what hit him.





SUNSET STRIKERS



Under the hot surface of Mercury, Capitol's Sunset Strikers fight their constant war against the Mishima corporation. The Strikers are masters of Martial Arts, specialists at close combat fighting. Ever since they saved the Lord Heir from an assassination attempt, the entire Sunset Striker force has the right to wear and use ceremonial blades, an honor normally reserved for full Samurai.



SUNSET STRIKER HERO
#9878

**SUNSET STRIKER
SERGEANT**
#9877



SUNSET STRIKER
#9533



SUNSET STRIKER
#9533



THE BATTLE AT HARPER'S FARM

BY THOMAS ØSTERLIE

JANUARY 1273, SOUTHERN MARS.

In the first weeks of 1273, Lord Heiress Mariko ordered a Mishiman strike on Capitol territory. Her main objective was to capture and secure new areas for cultivation. However, due to the elimination of an extremely important elite Hatamoto force by a platoon from the 2nd Sunset Strikers Company, the incursion failed. This crucial battle went into the history books as the Battle at Harper's Farm.

The platoon had spotted the Hatamotos by chance while on patrol. Immediately recognizing them as one of the Strikers' traditional enemies, they prepared to ambush the Mishimans at Harper's Farm. By the time they realized that the Hatamotos were just a reconnaissance group scouting the way for a much larger force, it was already too late to retreat. They had deviated from their designated patrol route to set up the ambush, and Base Goliath was out of radio range. The situation seemed desperate.

Back at Base Goliath, the 2nd platoon had been reported missing. Still unaware of the brewing Mishima incursion, the 6th Infantry platoon was loaded into a Grapeshot and sent along the 2nd's designated patrol route. No sign of the missing platoon was found until the Grapeshot picked up the 2nd's distress call near the end of the patrol route.

The Infantry arrived at Harper's Farm just in time to help the Strikers decimate the Mishiman force. Confused and demoralized, the Hatamoto retreated, ruining Lord Heiress Mariko's battle plan.

2ND SUNSET STRIKER PLATOON

CAPTAIN JAMES HEWITT

Profile: Special Forces Hero
Equipment: M-50 Assault Rifle, Grenade Launcher, Frag Grenades, Ceremonial Sword, Coagulant Auto Injector

CORPORAL MIKE "MEDIC" JOHNSON

Profile: War Medic (see Compendium 1 or Chronicles from the Warzone #2)
Equipment: M13 Bolter

1ST STRIKER SQUAD "THE HOWLERS" AND 2ND STRIKER SQUAD "THUNDERCLAP"

Profile: Special Forces Trooper and Sergeant
Equipment: M-50 Assault Rifle, Grenade Launcher, Frag Grenades, Ceremonial Sword
Structure: 1 sergeant and 4 troopers per squad

6TH INFANTRY PLATOON

CAPTAIN MARK SPENCER

Profile: Infantry Captain
Equipment: M516 Shotgun, Frag Grenades

1ST INFANTRY SQUAD

Profile: Infantry Trooper and Sergeant
Equipment: Troopers — M-50 Assault Rifle, Grenade Launcher, Frag Grenades, M13 Bolter; Heavy Weapon Trooper — M606 LMG, M13 Bolter; Sergeant — M-50 Assault Rifle, Grenade Launcher, Frag Grenades, Chainripper
Structure: 1 sergeant and 8 troopers

2ND INFANTRY SQUAD

Profile: Infantry Trooper and Sergeant
Equipment: Troopers — M-50 Assault Rifle, Grenade Launcher, Frag Grenades, M13 Bolter; Heavy Weapon Trooper — M-89 HMG, M13 Bolter; Sergeant — M-50 Assault Rifle, Grenade Launcher, Frag Grenades, Chainripper
Structure: 1 sergeant and 7 troopers

This two-player scenario lets you re-enact the Battle at Harper's Farm, one of the decisive battles of the 1273 Mishiman. Take on the role of the advancing Mishiman force or the Capitolian defenders....

THE CAPITOLIAN FORCE

Your force is composed of two separate forces: the 2nd Sunset Striker platoon and the rescuing 6th Infantry.

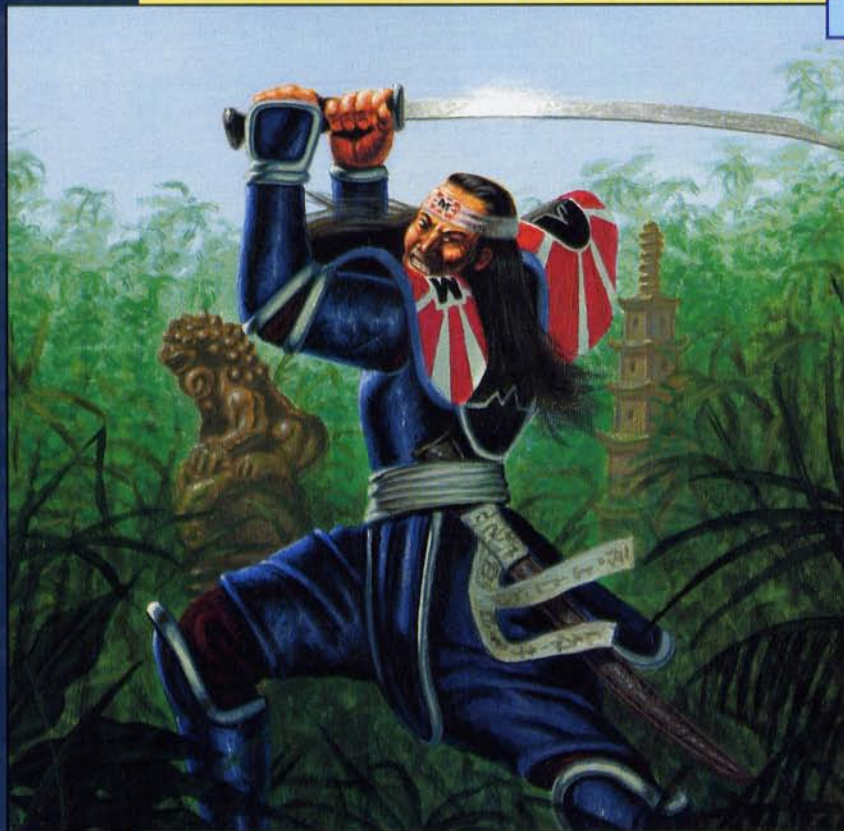
2ND SUNSET STRIKER PLATOON

BACKGROUND. It wasn't long after you spotted the Hatamoto patrol that you realized who they were. Tai-i (Captain) Anji Mara and his Hatamoto were infamous for their savagery back on Mercury. You lost countless men to this bastard, many tortured to death as POWs. Now is your chance to make Mara pay.

The only problem is that the site you chose for the ambush, Harper's Farm, was off your designated patrol route and out of radio contact with Base Goliath. Now that you've realized that Mara's Hatamoto are only a recon group for a much larger Mishiman force, it's too late to retreat.

6TH INFANTRY PLATOON

BACKGROUND. When the 2nd Sunset Striker platoon went missing on patrol 11 hours ago, you were ordered to search for them. Now, after receiving a radio distress signal from the patrol, you're closing in on a farm where they seem to have encountered a Mishiman invasion force. By the time you can arrive on the scene, the battle will already be in progress.



WARZONE™



predetermined. Don't worry if you don't have all the right pieces of scenery for the battlefield shown on the map below. After all, it is still a game, and as long as you are able to simulate the basics of the battlefield arrangement, everything should work out fine.

DEPLOYMENT

The Sunset Strikers wait to spring their trap until Tai-i Anji Mara is about to collect his forces. Unaware of the Capitol presence, the Mishimans have no way of deploying their forces wisely for the attack. Fortunately, the terrain offers them some protection, at least initially.

To simulate this, the Mishima player must deploy all of his forces first within the deployment zone marked on the map above. Then, the Capitol player deploys the Sunset Strikers in Hiding in one of the two building complexes shown on the map. The platoon must be deployed in one deployment zone or the other — it cannot be split.

Instead of being deployed in the first turn, the 6th Infantry platoon is deployed airborne and cannot be deployed until the second turn.

VICTORY CONDITIONS

Use the victory point rules presented below instead of the regular rules. All victory points are cumulative.

The scenario lasts eight turns, after which each side's victory points are totalled. The player with the most victory points wins. Major victory goals are explained below.

THE MISHIMAN FORCE

HATAMOTO TAI-I ANJI MARA

Profile: Hatamoto Hero
Equipment: Shogun Assault Rifle, Grenade Launcher, Frag Grenades, Ceremonial Blade

HATAMOTO SQUADS

"YODETOBO" AND "TORISOBO"

Profile: Hatamoto and Hatamoto Leader
Equipment: Shogun Assault Rifle, Grenade Launcher, Frag Grenades, Ceremonial Blade

Structure: 3 Hatamoto and 1 Leader per squad

SHADOW WALKER SQUAD

Profile: Shadow Walker
Equipment: Punisher Combo
Structure: 2 Shadow Walkers

SAMURAI CHU-I TODO SECHIWAN

Profile: Samurai Hero
Equipment: Shogun Assault Rifle, Ceremonial Blade

SAMURAI SQUADS "GITAKI," "HADJI," "JOHIRO," AND "JAGAWEN"

Profile: Samurai and Samurai Leader
Equipment: Shogun Assault Rifle, Ceremonial Blade
Structure: 5 Samurai and 1 Leader per squad

THE MISHIMAN FORCE

Your force consists of elements of the Hosokawa garrison force and two elite Hatamoto squads recently transferred from Mercury.

BACKGROUND

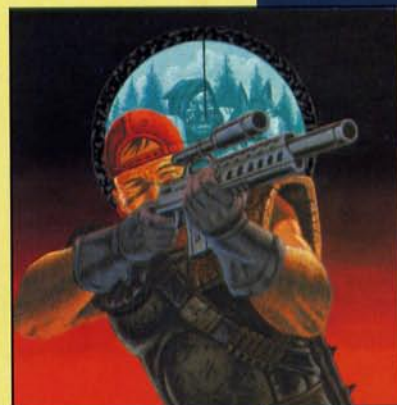
Your orders are to march around Base Goliath and attack the Capitolian defenders from the rear. This operation is a preliminary to a planned pincer attack on the base, and so it is of utmost importance that Tai-i Anji Mara and his Hatamoto get to the designated meeting point in order to lead the final assault.

SETUP

The Battle at Harper's Farm is designed to be played on a 4' x 4' table.

BATTLEFIELD ARRANGEMENT

Since The Battle at Harper's Farm is a re-creation of historical events, the battlefield layout has been



CAPITOL

Each sub-force has its own objectives. The Sunset Strikers want revenge on Anji Mara, while the Infantry's main objective is to prevent the Mishima force from breaking through their lines. Either way, the Capitol player cannot win a major victory without completely eradicating the Hatamoto force.

Reducing a Hatamoto squad to 50% of its original strength	2 VP
Completely eradicating a Hatamoto squad	2 VP
Each Samurai/Shadow Walker squad reduced to 50% of its original strength	1 VP
Each Samurai/Shadow Walker squad completely eradicated	1 VP

MISHIMA

It is of the utmost importance that Tai-i Anji Mara and his Hatamoto warriors break through the Capitol lines. If the Tai-i is killed or the Hatamoto force is reduced to 50% of its original strength, the Mishima player cannot win a major victory.

At least one Hatamoto squad within 6" of the Capitol player's table edge	2 VP
Each Hatamoto squad not reduced to below 50% of its original strength	2 VP
Each non-Hatamoto squad within 6" of the Capitol edge	1 VP
Each non-Hatamoto squad not reduced to below 50% of its original strength	1 VP





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NIKODEMUS' SACRED CRUSADERS

BY JEREMY WEBB, THOMAS ØSTERLIE, and SAMI SINERVÄ; NIKODEMUS WRITTEN BY CHRIS BLEDSOE and DAVE JONES



As Inquisitor Nikodemus watched his troops in battle, he thought once again that there were no finer warriors in all recorded history. He and his Sacred Crusaders had been called in to save a small Capitolian outpost from an incursion of Heretics of Algeroth. They had boarded their transports on Venus and rushed to Mars as fast as they could push their engines; now they were engaged in the colossal battle for the future of this foothold on Mars.

Nikodemus stood up in the seat of Nathaniel's Wrath, his personally-modified Death Angel. Still looking through his binoculars at the battle in the valley below, he whistled to himself. Then he turned to the Keeper of the Art beside the Death Angel and asked, "The cadets are doing rather well for themselves, wouldn't you say, Julius?"

Julius Christos removed his helmet, revealing his weather-worn features, and took the glasses from his commander. "Yes, they do seem to be making great strides. They're all going to make fine Inquisitors. The Deathspears also seem to be holding their own. You've done well once again, old friend."

Nikodemus smiled and took back the binoculars. In all of the Brotherhood, he had few personal friends, but Julius Christos was one of them. They had served together under a legend, Archinquisitor Victorios, and had remained in service together ever since. This held true for most of the Crusaders.

BACKGROUND

Born the youngest son of a commoner Bauhaus family, the man who would become Salvatore Nikodemus showed signs of power in the Art as a youngster. Having great faith in the Brotherhood, his family promptly turned him over to the Brotherhood where he grew in power and rose steadily through the ranks, christening himself "Nikodemus" after an early martyr.

With his efficiency and skill in the Art, Nikodemus found ways to make himself useful and was quickly promoted to the Second Directorate. After his initial Directorate training, he was put under the tutelage of Archinquisitor Gabriel Victorios, who taught him all he knows today. By the time he had proved himself on a dozen battlefields, Inquisitor Nikodemus was Victorios' second-in-command.

Then the fateful day arose when the Dark Legion attacked the Venusian city of Kanark. When Victorios was killed in the initial stages of the attack, Nikodemus was left to lead 96 warriors — Valkyries, Mortificators, Sacred Warriors, and regular troopers — against an enemy force consisting of over 2000 undead legionnaires, 500 Necromutants, several Nepharites, and other creatures from the hellholes of Venus. Somehow, he managed to defeat the inhuman army, earning himself not only a promotion to Archinquisitor but the undying loyalty of a certain backwater village near Kanark (see "The Deathspears," below).

Today Archinquisitor Salvatore Nikodemus is one of the most famous men in the Solar System. The Brotherhood cannot spare him for anything but the most difficult

missions, but keeps him on a loose rein when he is fighting Darkness. However, few really know that the secret behind his success is his own personal force of Sacred Crusaders. Consisting mainly of the survivors from Kanark, the Crusaders also include more mystical units which Nikodemus trains in his own estates high in the mountains of the Firing.

APPEARANCE

With the exception of the elite Black Mantle Guard, the Sacred Crusaders uniform is a purple helmet and armored leggings, a blue tunic, and blue shoulder pads with red insignia. Crusader weapons are often gilded.

RANKS, INSIGNIA AND CHAIN OF COMMAND

Despite his force's diverse troop types, Nikodemus keeps a strict hierarchy within the Crusaders. Every soldier, whether he is a Skullbearer or a regular trooper, is called a Crusader. Of course, among the warriors themselves, a Skullbearer is worth a lot more than a Nathaniel's Flame. Still, to Nikodemus, every warrior is equally important.

His squad leaders are called Decurions. Each Decurion is directly subordinate to Nikodemus and Julios Christos, Nikodemus' aide-de-camp. Only Nikodemus' own disciples, the Inquisitor Cadets of the Cleansing Flame, are exempt from this chain of command, as Nikodemus commands them directly. (This has no affect on the game rules.)



Each unit type within the Sacred Crusaders has its own distinctive insignia based on the standard Brotherhood logo. Decurions have an extra stripe beneath the insignia on their left shoulder pad.

THE FORCE LIST

Nikodemus' Sacred Crusaders are a bit different from regular Warzone forces. The Crusaders consist of two pre-made forces, each of which must be bought separately. *The Sacred Guard*, Nikodemus' personal bodyguard, is worth **1000 points**. *The Holy Crusaders*, Nikodemus' fighting force,

SACRED CRUSADERS	CC	MW	PW	LD	AC	W	ST	MV	A
Nikodemus	14	15	15	17	4	3	3	3	28
Skullbearers	16	14	—	16	4	1	3	3	26
Black Mantis Guard	16	14	—	15	4	1	1	3	22
Nathaniel's Flame Crusaders	13	13	—	13	3	1	0	3	23
Nathaniel's Flame Decurions	15	15	—	15	3	1	0	3	23
Christos the Repentant	13	14	19	16	4	3	0	3	26
Deathspears Crusaders	15	14	13	14	4	1	0	4	25
Deathspears Decurions	17	16	14	16	4	3	1	4	25
The Cleansing Flame Cadets	13	14	—	14	3	1	1	3	25
Archangel	11	16	12	14	4	2	0	4	22

is an expansion to *The Sacred Guard* and worth **1200 points**. The Holy Crusaders can never be fielded without fielding *The Sacred Guard* as well (for a total of 2200 points).

THE SACRED GUARD

ARCHINQUISITOR SALVATORE NIKODEMUS

Salvatore's graying hair accents his stern blue eyes. He is seldom seen without his battledress, and never appears on the field without Gabriel.

SPECIAL RULES

- Nikodemus is immune to panic and rout
- He has Close Combat Training
- He is trained in all aspects of the Art.
- Treat him as always possessing Lucky Fate
- Nikodemus inspires his troops. While he is alive, all Brotherhood troopers are partially immune to the Dark Symmetry. Any time a Brotherhood warrior of any kind is

affected by a Dark Symmetry spell, roll 1d20. On a roll of a 1-10 the spell does not affect the model. On a roll of 11-20 it works normally.

EQUIPMENT

Gabriel (see New Equipment below) is already calculated into the cost of fielding Nikodemus.

STRUCTURE

Nikodemus is a personality, so all rules for personalities apply. He is an individual model.



The Inquisitor scanned the area that Christos pointed to, noting the Deathspears with satisfaction as they cut their bloody swath through the enemy. He thanked the Light once more for his fortune at being chosen to train and use these she-warriors, without a doubt the fiercest Valkyries he had ever seen.

"Well, there are wounded to tend to," Christos said, putting his helmet back on. "Should I speak to you later?"

"Yes, after," replied Nikodemus. "Good hunting!" The Inquisitor shielded his steel-blue eyes as Christos used the Art of Kinetics to teleport into the fray. Now alone, he slipped back down onto his seat, donning his own helmet and checking Gabriel, his Justifier symbol of command. He then gunned the Wrath's engine and sped down into the heat of battle himself.

As he approached the battlefield, Nikodemus noticed fierce fighting around the Capitolian hospital. The Nathaniel's Flame troopers were gallantly defending the innocents, but the offensive appeared to be led by several Pretorian Stalkers and a Nepharite. He skidded to a halt just in time to see several members of his Skullbearers arriving to support the troopers, no doubt looking to add the Nepharite's head to their collection. Nikodemus grunted with satisfaction as they overpowered the beast, dismembering it with a few well-placed blows. The Bearer who delivered the death blow took his trophy and then moved on, scouring the battlefield to find more Nepharites to eliminate.

Nikodemus had to admit to himself that the Skullbearers' barbarism had its battlefield uses. He radioed the Nathaniel's Flame squad leader and told him to prepare for aerial support, then sped away as he relayed the hospital's coordinates to the Icarus fighter circling above. The Archangel pilot acknowledged the transmission and banked into a tight turn, diving at the Stalkers and strafing them with his cannon. They were torn to pieces by the hail of high velocity shells from the Icarus, clearing the street in moments.

Nikodemus swerved around a corner and found himself face to face with a rampaging Biogiant. He took careful aim with the Wrath's modified Deathlockdrum and opened fire, spraying the immense creature's knees with explosive ammunition. The Biogiant bellowed in pain as its knees exploded in a shower of flesh and foul-smelling fluids, tumbling forward and shattering its skull on the street.



SKULLBEARERS



Skullbearers. Use Sacred Warrior figures (#9842-9845). Attach head from Nepharite and you have a Skullbearer.



Skullbearer Decurion



BLACK MANTIS GUARD



Black Mantis Guard



NATHANIEL'S FLAME



Nathaniel's Flame - Crusader



DEATHSPEARS



THE FIREBREATH - ARCHANGEL



THE CLEANSING FLAME CADETS

THE SKULLBEARERS



As Sacred Warriors who have single-handedly killed Nepharites in combat, Skullbearers are the best of the best. Their helmets are painted a bluish tint to mock the Nepharites of Algeroth defeated in their first battle.

SPECIAL RULES

Skullbearers organize themselves on the battlefield with the sole purpose of hunting down any Nepharites present. Skullbearer models maintain squad coherency of 6" from any member of their squad, rather than from the Decurion. This allows them to string themselves across the battlefield as they search for Nepharites.

As long as there is a Nepharite alive on the battlefield and the Skullbearers can attack it, they must spend two full move actions every turn to move against the closest nepharite, until the nepharite is within range of the Skullbearers' missile or close combat weapons.

Skullbearers can never Panic or Rout, and also follow all special rules for Sacred Warriors.

EQUIPMENT

Skullbearers are equipped exactly like regular Sacred Warriors.

STRUCTURE

One Skullbearer squad of 5 Skullbearers. One of the models is ostensibly the Decurion, though his profile is the same as the others.

THE BLACK MANTIS GUARD



Once hopefuls for the Etoiles Mortant, these women showed a great talent for the Art at an early age. They were handed over to the Brotherhood by Bauhaus and received training as Mortificators under the tutelage of Crenshaw himself. After learning the art of mortification, they were picked by

Nikodemus for his personal bodyguard.

SPECIAL RULES

Black Mantis follow the Warzone special rules for both Mortificators and Assassins.

EQUIPMENT

Every Black Mantis Guard is armed with a silenced Nemesis handgun (Warzone p. 106), Mortis Sword (same as Punisher sword) and the Mantis' Sting (see "New Equipment," below).

STRUCTURE

One Black Mantis Guard squad consisting of 4 female Mortificators and 1 female Assassin squad leader (same stats and rules as the normal Assassin in the Warzone rules book). The Female Assassin squadleader is counted against the number of individuals in a Brotherhood force, but because the Black Mantis guard is counted as a squad, they take each other out (i.e. The Black Mantis Guard is a Squad, with an individual model included).

NATHANIEL'S FLAME

These "regular" elite troopers have been attached to Nikodemus' personal force for some time, serving with honor.

SPECIAL RULES

The same as Brotherhood Elite Troopers.

EQUIPMENT

Nathaniel's Flame are armed with Volcano Assault carbines and Nemesis sidearms. One Crusader per squad will have a HAC-20 instead of the Volcano, and the Decurions have Punisher handguns and Chainrippers.

STRUCTURE

2 squads, each consisting of 5 Crusaders and 1 Decurion.

THE HOLY CRUSADERS

CHRISTOS THE REPENTANT

Julius Christos was a disillusioned Bauhaus youth with no interest in the family publishing business. Instead, he leaned toward the playboy lifestyle of fast cars, fine clothing, and easy women. Saying he preferred private prayer, he even neglected daily worship at the Heimburg Cathedral.

All that changed when he befriended a group of teens who tried to recruit him into the cult of Semai. When Christos refused, the cultists slaughtered his family. He himself was only saved by Archinquisitor Gabriel Victorios, who instructed him to repent his sloth and carefree life and do penance by studying and serving the Art.

Remorseful at causing his family's doom, he sold the Christos estates and donated everything to the Brotherhood.

Christos is still trying to repent for his mistakes today. He feels that the only way to ensure his family's forgiveness in the afterlife is to prevent other innocents from joining them in death. Christos now serves as Nikodemus' friend and aide-de-camp, going to great lengths to protect him and his men.

SPECIAL RULES

Christos knows the arts of Changeling, Exorcism, and Kinetics.

EQUIPMENT

Christos carries a specially modified Power Stabilizer, an old relic once owned by Victorios. With it, he can perform two Use Special Power actions per turn, at least one of which must be an Art spell. For the second spell Christos casts in a round, roll 1d20. If the roll is 5 or less, the Power Stabilizer

has temporarily broken down and cannot be used again during this battle. Otherwise, the Power Stabilizer works normally. With the exception of Art of Exorcism: Exorcise Wound, Christos cannot use the same spell twice per round.

Because Christos acts as the Sacred Crusader's medic, if there are wounded (not dead) on the table (including himself) and he has LOS to them, he must spend one action using the Art of Exorcism: Exorcise Wound.

Christos carries a Punisher Combo but prefers to use his spells.

STRUCTURE

Christos is an individual model and a personality.



NEW EQUIPMENT

During the Archinquisitor's career he has instituted many reforms and ideas that will last for hundreds of years. The new equipment below was made by Nikodemus for special use in his personal force.

GABRIEL

Nikodemus carries a deadly artifact based on the AC-40. Named Gabriel, this weapon was the personal armament of the first Inquisitor and has since been carried into battle by many other great Inquisitors. In addition to its chain bayonet, Gabriel includes an integrated flamethrower.



Gabriel's stats are as follows:

	CR	MX	RM	DAM
Justifier	8	15	-2	13
Flamethrower Template	—	—	14	—
Chain Bayonet* CC	—	—	—	13(x2)

*sweep attack

Gabriel has already been figured into Nikodemus' point cost.

NATHANIEL'S WRATH

Nathaniel's Wrath is a Dark Angel customized by Nikodemus for his own use.

VEHICLE PROFILE	MV	AC	W	A
Nathaniel's Wrath	8	4	4	30

TYPE: Wheeled/Open/Normal

WEAPONS

Modified Deathlockdrum — Deathlockdrum Mk. III Explosive ammunition. Place the Grenade template on models hit by this weapon. All models under the template take DAM 16 (x3)

SPECIAL RULES

Once during the course of a game, the owner of the Death Angel may declare that any one shot that hits the Death Angel has been "caught" by the ornamental statue of Nathaniel mounted on the Wrath. When this happens, the Death Angel and its driver take no damage whatsoever, although template weapons will affect the surroundings. This effect must be declared before the Hit Location roll is made.

STRUCTURE

The only model that may enter the Death Angel is Nikodemus. If he leaves the Death Angel or is killed, no other model may enter it.

THE MANTIS STING

The helmets of the Black Mantis are equipped with these built-in taser weapons. Whenever a Mantis is engaged in close combat, she may take a Use Special Power action to fire the Sting at her opponent, sending a high voltage electrical charge into the enemy and temporarily paralyzing them. A model hit by the Sting must make a Leadership test (with Small models getting -2 on their LD, Large ones getting +2, and Giants getting +4) or else be unable to take any actions for the rest of the turn. Place a Hide template upside down next to a paralyzed model. If paralyzed enemies are hit again, they still get Armor rolls, but no other actions.

	CR	MX	RM	DAM
Mantis' Sting	CC	—	—	Special

MEPHISTO

The Mephisto sniper rifle is one of the best sniper rifles in the whole solar system, used by both Brotherhood Mortificators and the famous Doomtroopers. From time to time, the Mephisto has seen use in the hands of other Brotherhood units, but this is rare.



	CR	MX	RM	DAM	Cost
Mephisto	40	80	-3	15	21

Just then Nikodemus was knocked from the Wrath by a powerful blow to his side. His head swam as he struggled to his feet, seeing the Centurion that had clubbed him with its Kratach. Realizing his beloved Gabriel was still clipped to its holster on the Wrath, Nikodemus prepared to cast an Art spell at the demon. Suddenly, however, his own Black Mantis bodyguards materialized between the creature and himself.

The first Mantis to appear rushed the Centurion, parrying its Skalak blade long enough for her to fire a Mantis Sting into its face. The twin barbs bit deep into the Centurion's flesh, sending waves of high voltage electricity into the hapless creature's body and paralyzing it instantly. The other Black Mantises stepped up and quickly dispatched the beast.

The Mantis leader rushed to Nikodemus' side and asked, "Are you all right, Inquisitor?"

"Yes, Decurion, I am fine. How did you get teleported here?"

"It was Christos the Repentant, my lord," replied the assassin. "He saw your peril and immediately teleported us to you."

Nikodemus stood up and walked back to his vehicle, rubbing his sore ribs where the Centurion had struck him. "Any news of the battle that I should be aware of?" he asked her as she followed beside him.

The Mantis Decurion reported that the Crusaders had retaken the outpost. The Deathspears and Nathaniel's Flame units were even now engaged in pursuing the fleeing heretics and Algeroth creatures into the Rust Desert.

Nathaniel nodded and said, "Very well, see to it that Keeper Christos is informed of my well-being and tell him that I want full Icarus support for our pursuing units."

"Yes, Archinquisitor," replied the Mortificator as she bowed and turned to carry out his orders.

NATHANIEL'S WRATH

The original Death Angel design was one of Archinquisitor Nikodemus' own ideas. Naturally, he insisted that the Imperial Military Design Artisans make a special Death Angel for his own use, with additional components and an extra powerful Deathlockdrum (see "New Equipment," below). When he fields his complete force, he brings along this custom Death Angel for additional mobility.

THE DEATHSPEARS



In the jungle surrounding Kanark lives a warlike tribe known for its Amazonian warriors. When Nikodemus saved them from the Dark Legion, they showed their gratitude by sending a squad of warriors to serve him for as long as he deemed fit, with additional recruits in the event of casualties. Nikodemus immediately

put the she-warriors into Valkyrie training at his personal estate and training facility, and they have served ever since.

SPECIAL RULES

The Deathspear is trained in the Art of Mentalism, but since most are not adept in the Art, they can only use two spells: Flight and Strength. Only the Deathspear Decurion is not subject to this restriction.

The Deathspear train in loose formation, without needing a squad leader. Each model must be within 6" of any other squad member to be within command distance, with the sniper needing to be within 12" of any other Deathspear.

As long as the Decurion is within command distance of the entire squad, she can act as a regular squad leader anyway.

EQUIPMENT

The Deathspear, including the Decurion, are all armed with Castigator Combos (see Warzone, p.107). The sniper is armed with a Mephisto (see "New Equipment," below).

STRUCTURE

A squad of 5 Deathspear, one of which is a sniper. The squad is "lead" by 1 Decurion, profiled by an individual model.

THE CLEANSING FLAME



Every Inquisitor teaches cadets for the Second Directorate, and Nikodemus is no exception. He trains his cadets on his remote estates, mustering them into the Cleansing Flame squad when he feels they are ready for battle. Only after trial by combat does he allow his cadets to enter

the Second Directorate.

The cadets of the Cleansing Flame know almost no fear. They are fanatical warriors, eager to show their prowess and either gain entrance into the Second Directorate or die in the attempt.

SPECIAL RULES

The Cleansing Flame may re-roll all panic and rout tests once due to their fanaticism. However, they are also so eager to show their prowess that they will always close with the enemy. The cadets must charge into close combat if they are within one move of an enemy model, or else at least spend one Move action to close with the enemy.

EQUIPMENT

The Cleansing Flame are armed with the Inquisition's standard issue AC-40.

STRUCTURE

The Cadets act in a leaderless squad of 4 models.



NATHANIEL'S FLAME

The Holy Crusaders includes two additional Nathaniel's Flame squads. Their Special Rules, Equipment and Structure are the same as their counterparts in the Sacred Guard.

THE FIREBREATH



Nikodemus has his own wing of Icarus planes — the Firebreath. Once per turn, either Nikodemus or Christos can spend a Use Special Power action ordering the Firebreath to make an air strike. Each strike allows the Firebreath to drop three bombs.

The player controlling the Firebreath must declare the impact point of the first bomb (which must be within LOS of the model calling in the attack) and the attack trajectory, then roll against the Archangel MW value. A successful attack places the first Bomb template on the declared point of impact.

Next, roll 1d20 and count this number of inches along the declared attack vector. This is the point of impact for the second bomb; repeat this procedure for the third bomb.

If the MW roll is failed, the first bomb deviates up to 10" from the declared target, and is placed using normal rules for deviation. The other bombs are placed as normal.

Perfect success. The first bomb hits its point of impact perfectly. Instead of rolling 1d20 to determine the point of impact for the second and third bombs, roll each die twice and choose a result.

Fumble. The bomb release mechanism fails and the Firebreath cannot be used more this game.

Shooting Down an Icarus. Use the rules for shooting down helicopters (see the Capitol rules in the main rulebook). If an Icarus is shot down, roll 1d20. If the roll is 8 or less, the Archangel successfully bailed out and drops onto the battlefield.

Randomly determine which player will declare where the Archangel's will land. The other player then rolls on the deviation table and may move the Archangel up to 12" from the declared landing point. This deviation may take the Archangel off the table.

Archangels are armed with a Nemesis handgun and have the ability to use the art of Mentalism.

HERESY

By Thomas Østerlie and Jeremy Webb



Jeremy Hawthorne was running for his life. All along he had known in the back of his mind that it would all eventually come to this, and now it was happening. He had been assigned to the desert of Southern Mars by the Cartel, with orders to monitor the Cybertronic force that was participating in a joint effort to hold back the Dark Legion. Commanded to defend an area near the Barnes River, the Cybertronic troops had recently retreated from their post without being ordered, claiming that they were being overrun.

When Hawthorne arrived on the scene, he saw that the Cybers weren't retreating so much as making an organized withdrawal into a gorge along the river. Following under cover, he noticed that the force looked undamaged. He was in the process of radioing in this suspicious information when he was spotted and captured by a Cybertronic scout team.

When they brought him before the Cybertronic commander, Hawthorne stated his authorization to be there and demanded an explanation for the withdrawal. The commander laughed in his face, saying only that it was in Cybertronic's best interests to take and hold this gorge. Hawthorne could not help but wonder whether there was something in the commander's eyes that spoke of Dark Legion influence, and so when they gave him a chance, he broke free from the Chasseurs and ran for his life.

And here he was, running alone under the harsh Martian sun. His pursuers raked the dirt behind him with gunfire as Hawthorne dived for the riverbank. The metallic voices of Cybertronic boomed around him: "Halt where you are, you are approaching the demilitarized zone. If you continue to resist us, we will use deadly force."

Behind the edge of the riverbank, Hawthorne crept up and peered at the Eradicator Deathdroid pursuing him. He cursed to himself as he slid down to the water, breaking out his encoded emergency radio and typing in his coordinates and a brief update on the Cybertronic withdrawal. A slight movement on the far side of the river drew his attention and he looked up just as the gunbarrel hidden in the foliage opened fire.

He felt as though he'd been punched hard enough to make his heart stop. His vision blurred, but he thought he saw his chest armor smoking. As he collapsed, he continued to enter his final statement into his radio. "They're in league with the Dark Ones. Send help....."

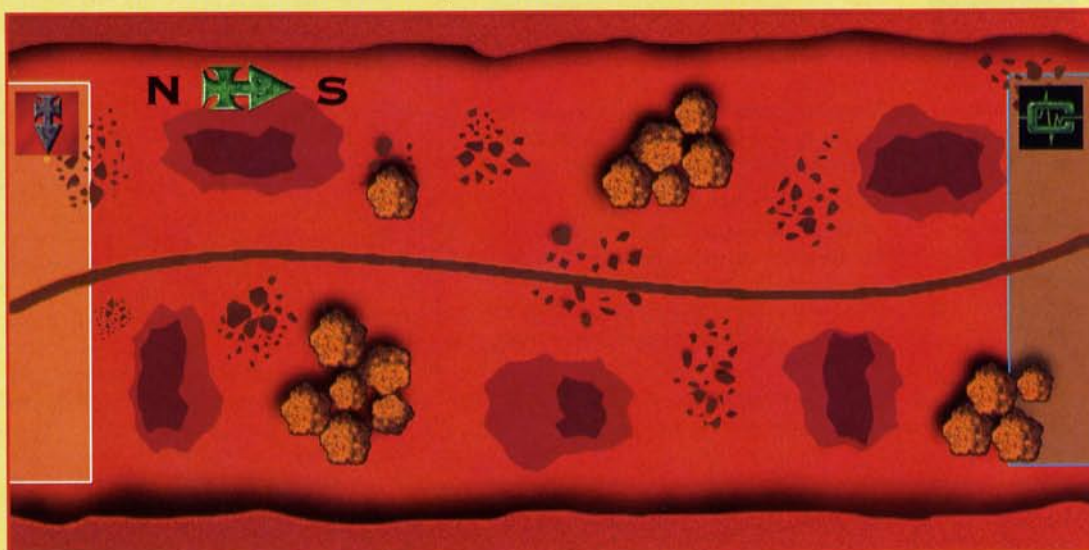
Some twenty minutes later, a written copy of Hawthorne's last radio transmission arrived at the desk of Archinquisitor Salvatore Nikodemus. He read it over carefully, noting its implications grimly. Then he opened his office door and said, "Yeoman, sound the alert. Assemble the Crusaders for battle. The target's at Cliff's Rock on the Barnes River. We're hunting Cybertronic."

THE SCENARIO

Heresy is a designed as a three player scenario, but may be played by two players. In a two player game, the Cybertronic player also controls the Dark Legion forces, since the groups' goals are identical.

The underlying situation behind Heresy is that the Cybertronic force has fallen under the control of the Dark Legion. Despite Imperial propaganda, this has never happened before, and seems to have been caused by defective components in

the electronic computer brains of these troops. These components have made the troops somehow more vulnerable to the Dark Symmetry.



THE BATTLEFIELD

Vegetation is sparse in the barren deserts around Cliff's Rock. The Barnes River, once one of the main waterways of Southern Mars, dried up after the devastation of the South Martian Wars when Mishima, Imperial, and Capitol fought for control over this once-rich region. Today, the area is a wasteland, and the river is but a shallow stream. Rocks that once littered the riverbed are today scattered all over the floor of the gorge. Aquatic plants have been replaced by desert plants and scrub clinging to the bizarre rocky outcroppings formed by the now-vanished river current.

Heresy is best suited for a tabletop at least 6' x 4' in size. Don't worry too much about recreating the battlefield in every detail. Just make sure you get the basic tactical features right: the river running from north to south, the major rock formations, the rocky river banks. As long as you have fun, everything's fine.

DEPLOYMENT

The deployment zones are marked on the battlefield map. Since the Cybertronic force has been stationary for some time, the Brotherhood player determines which side deploys first. Otherwise, set-up deployment is handled as described in Warzone, p. 42.

Because the Dark Legion force arrives as a delayed reaction to the Brotherhood assault, they do not deploy until turn six. The Dark Legion deploys within the Cybertronic deployment zone, but each unit may only be deployed as far from the southern table edge as one regular Move action would take it. This simulates the fact that the Legion is arriving late on the scene.

NIKODEMUS' SACRED CRUSADERS

At first they were rumors, but they were old rumors you'd heard a thousand times before. Cybertronic as an envoy of Darkness, but now it looks like the Imperials might actually have been right.

Something has gone wrong in the Barnes River gorge situation. Why did the Cybertronic force withdraw without prior orders or any sign of a Dark Legion attack? You've weighed all the factors, and there can be only one conclusion: the Barnes River Cybertronic force has been corrupted by its enemy and must be driven out of the area or destroyed.

THE FORCE

For this attack, you, Archinquisitor Salvatore Nikodemus, will mount your entire personal force. This is the complete force of both the Sacred Guard and the Holy Crusaders, as described in the Nikodemus' Sacred Crusaders article in this issue of Chronicles, plus you get an additional 100 pts with which you can buy extra units, equipment, and abilities of your own choice.



VICTORY CONDITIONS

Instead of using the regular Warzone victory point rules, the Brotherhood player uses the following scoring guide.

ACTION	VP
Per 50 points or part thereof of Cybertronic/Dark Legion models removed from play	1
Salvaging at least one Eradicator memory bank	2

At the end of turn ten, the Brotherhood player wins a minor victory if he has the most victory points. In order for Nikodemus to win a major victory, he has have the highest VP total and push all surviving Cybertronic and Dark Legion forces back into their deployment zone.

THE FORCE

1st Platoon
Commander Stefan Clifford
 Profile: Chasseur Hero
 Equipment: Gehenna Puker, Cybernetic Power Arm, Subdermal Armor Implants

Eradicator LNG "Ljung" Primus
 Profile: Eradicator Deathdroid
 Equipment: Titan Megablasters, Magmascorchers

Chasseur Squad Alpha
 Profile: Chasseur and Chasseur Sergeant
 Equipment: AR3000, Grenade Launcher Mk. I, Frag Grenades; one Chasseur will also have a SSW5500
 Structure: 1 Sergeant and 5 Chasseurs

Chasseur Squad Beta
 Profile: Chasseur and Chasseur Sergeant
 Equipment: AR3000, Grenade Launcher Mk. I, Frag Grenades; one Chasseur will also have a SSW4200P
 Structure: 1 Sergeant and 5 Chasseurs

Dr. Diana
 Profile: Dr. Diana
 Equipment: P1000 handgun

2nd Platoon
Lieutenant John Qvist
 Profile: Chasseur Hero
 Equipment: AR3000, CSA 404, Ticker (see Compendium #1: Dawn of War), Bionic Eye Implant



Chasseur Squads Centurion and Delta
 Profile: Chasseur and Chasseur Sergeant
 Equipment: AR3000; one Chasseur will also have a SSW4200P
 Structure: 1 Sergeant and 5 Chasseurs

Cuirassier AX-3 SMI
 Profile: Cuirassier
 Equipment: SR3500
 Enhancements: Enhanced Command Chip (see Compendium #1: Dawn of War).

Eradicator LNG Secundi
 Profile: Eradicator Deathdroid
 Equipment: Titan Megablasters, Gigadeath Chainripper

TA6500
 Profile: TA6500
 Equipment: Standard TA6500 Weaponry

VICTORY POINTS

Instead of using the regular Warzone victory point rules, the Cybertronic player uses the following scoring guide:

ACTION	VP
Each 50 points or part thereof of Brotherhood models removed from play	1
Wounding Archinquisitor Nikodemus	1
Killing Archinquisitor Nikodemus (cumulative)	1

At the end of turn ten, the Cybertronic player wins a minor victory if he has the most victory points. In order for him to win a major victory, he has have the highest VP total and push all surviving Brotherhood forces back into their deployment zone.

When the Cartel ordered them out of the gorge a week ago, the order was greeted with a prompt but flat refusal: "We are stronger than ever in our new position. A human force set in to relieve us will never be able to withstand the pressure of Darkness." After that, silence.

You warned them two days ago that you were preparing to attack, but they still refused to move. They have certainly been corrupted. Now, your Sacred Crusaders are assembled and the Archangels are flying. You turn around to face your troops, grim determination written on their faces. Pride wells up within you, and you yell out over the roaring of Nathaniel's Wrath: "Charge!"

SPECIAL RULES

ICARUS AIR STRIKES

The gorge is bordered to the east and west by stark cliffs rising a thousand feet straight up into the air. These natural hazards make Icarus air strikes from the east and west extremely difficult. Treat any model calling in an east-west



THE FORCE

Blazifagus, Nepharite of Algeroth
 Profile: Algeroth Nepharite
 Equipment: Azogar
 Dark Gifts: The Devouring Darkness, Flow of Acid, Dark Aura, Compression

2 Immaculate Furies
 Profile: Immaculate Fury
 Equipment: Blutarch
 Structure: Individual models

Necromutant Squad
 Profile: Necromutant and Centurion
 Equipment: Necromutants — Belzarach; Centurion — Vorce, Skalak
 Structure: 3 Necromutants and 1 Centurion



2 squads of Undead Legionnaires
 Profile: Undead Legionnaire and Necromutant
 Equipment: Legionnaires — Kratch; Necromutant — Belzarach
 Structure: 7 Legionnaires and 1 Necromutant

VICTORY POINTS

Instead of using the regular Warzone victory point rules, the Dark Legion player uses the following scoring guide:

ACTION

Each 50 points or part thereof of Brotherhood models removed from play 1
 Each 50 points or part thereof of Cybertronic models on the table at end of game 1

At the end of turn ten, the Dark Legion player wins a minor victory if he has the most victory points. In order for him to win a major victory, he has have the highest VP total and the Cybertronic player must have the second highest total.

VP

extremely easy for the Icarus fighters, with the extraordinarily clear line of sight allowing a +2 to the Leadership of the model calling in the strike. However, enemy fire against the fighters will also be at a +2 modifier.

MEMORY BANK SALVAGE

In order to prove Jeremy Hawthorne's accusations and to justify his attack on the Cybertronic force, Nikodemus needs to find clear evidence of Cybertronic's treachery. The best and easiest way of doing this is through salvaging a memory bank from a fallen Eradicator.

If an Eradicator is destroyed, don't remove the model from the table, but instead carefully place it on its side. Thereafter, any Brotherhood model that remains in stationary base-to-base contact with the fallen

Icarus air strike as having a -8 to its Leadership score for purposes of the strike.

On the other hand, they also render the Archangels practically impossible to hit with ground weapons fired at them from within the gorge itself. Any model within the gorge firing at the Icarus will have a -6 modifier to their Missile Weapon roll to hit it.

Naturally, these conditions are reversed for north-south attacks. Attacking up or down the river gorge is

Deathdroid for two turns can salvage the droid's memory bank. On the third turn, when the salvaging model is activated, place a marker near it to indicate that it is carrying the memory bank.

Any models carrying memory banks must be within the Brotherhood deployment zone at the end of turn ten in order for the Brotherhood player to claim memory bank victory points. If the salvaging model is killed, the victory points are lost.

CYBERTRONIC FORCE AT BARNES RIVER

Blast the Brotherhood! Why do they insist on meddling in Cartel business? This is a Cybertronic security zone, and they have no right to do as they please here. We will never give in to those zealots, those humans. We have to protect this place. No matter what the cost.

THE NEPHARITE FORCE

Even the best-laid plans of Apostles and Nepharites are bound to fail if you rely on humans. They never do anything right, even when they're under your control. Allowing the Brotherhood to come here to attack the possessed Cybertronic force has been a disastrous failure. Now you need to leave the Citadel to clean up the mess, but by the time you approach the battlefield, you can hear that the fighting has already begun. The plan must be protected.

VARIATIONS

Heresy shows a quite classical tactical situation in the Solar System's warzones. By rewriting the storyline slightly, you can easily replace the forces presented above with the forces from other corporations (or even the Dark Legion). The attacking and possessed forces can even come from the same corporation. You can even pit corporations against the Cartel, if you have a good enough explanation for the battle.

The defending force should be built using 1500 points for the main force and 600 for the backup force. The attacking force is built with 2300 points.



PAINT THEM!



PAINT THEM!

PAINT THEM, SOLDIERS!!!

As you've probably already seen, the long-awaited Official Warzone Paint Sets have arrived. The first three sets include all the basic colors needed for Warzone figures, with additional sets coming soon to add artistic nuance to your color schemes and make your painting work even simpler. All paints are waterbased non-toxic acrylic colors, designed to be mixed together for additional color variations.

PAINT SET #1 — BASIC (#5101)

The Basic Paint set includes all the colors you need to start painting: Luna White, Mortis Black, Bauhaus Blue, Cartel Yellow, Mishima Red, and Graveton Tan. Both Luna White and Mortis Black are designed to be great undercoat colors, and by mixing them together you can get any gray tone you'll ever need. Graveton Tan is handy for painting skin tones, and by mixing Bauhaus Blue, Cartel Yellow, and Mishima Red you can get the precise shades you need to start painting your figures.

PAINT SET #2 — METALLIC (#5102)

Here's the set where you'll find all the metallic colors needed for painting equipment, jewelry, small details, weapons, vehicles, and more. If you mix some of these colors (Violator Metal, Temple Guard Gold, Tekron Bronze, Cyber Steel, Gunmetal, Technomancer Copper) together, you can make weird, even "alien" colors. Experiment!

PAINT SET #3 — VENUSIAN JUNGLE (#5103)

We designed the Venusian paint set to meet the needs of the experienced painter, but they're at least as important for the beginner. With the greens and browns found in this package (Jungle Green, Foliage Green, Venusian Green, Wolfbane Leather, Trench Brown and Tree Bark), you'll be able to make any camouflage scheme you'll ever need on any planet in the System, and a lot of different good looking bases.



Look for all of these colors in well stocked game and hobby stores, wherever you find our figure blister packs.

The next three sets of Warzone colors are coming soon! Watch for Martian Desert (#5104), Algeroth (#5105), and Dark Symmetry (#5106).

GOLGOTHA
(To be released Spring '97)



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BURN, BABY, BURN! NEW RELEASES FROM THE ARMORY

By Jonathan W. Coulter, with contributions from Sami Sinervä

In the never-ending war against the Dark Legion, the continued survival of the Brotherhood and the megacorporations depends on new and upgraded equipment. Some of the most useful types of new ammunition are the incendiary shells, capable of destroying even the most fearsome Dark Legion beasts. As General G.K. Robinson once said, "Even the Dark Legion can't survive being burnt, and napalm makes anything burn."

So far, only the corporations and the Cartel have the technological capacity to manufacture incendiary shells, which they were quick to use against each other as well as against the Dark Legion. Although each corporation uses its own version of these weapons, there are no real differences between these corporate variants. The general specifications used here should work for incendiaries manufactured by any corporation.

MISSILES

Missiles may be purchased for any model that is carrying a rocket launcher. Unlike grenades, the missile cost is for a single missile in addition to the basic unlimited supply of normal ammunition bought with the rocket launcher. Each squad figure carrying a rocket launcher may buy one missile; individual figures may buy up to three. Missiles may be fired in any combat action.

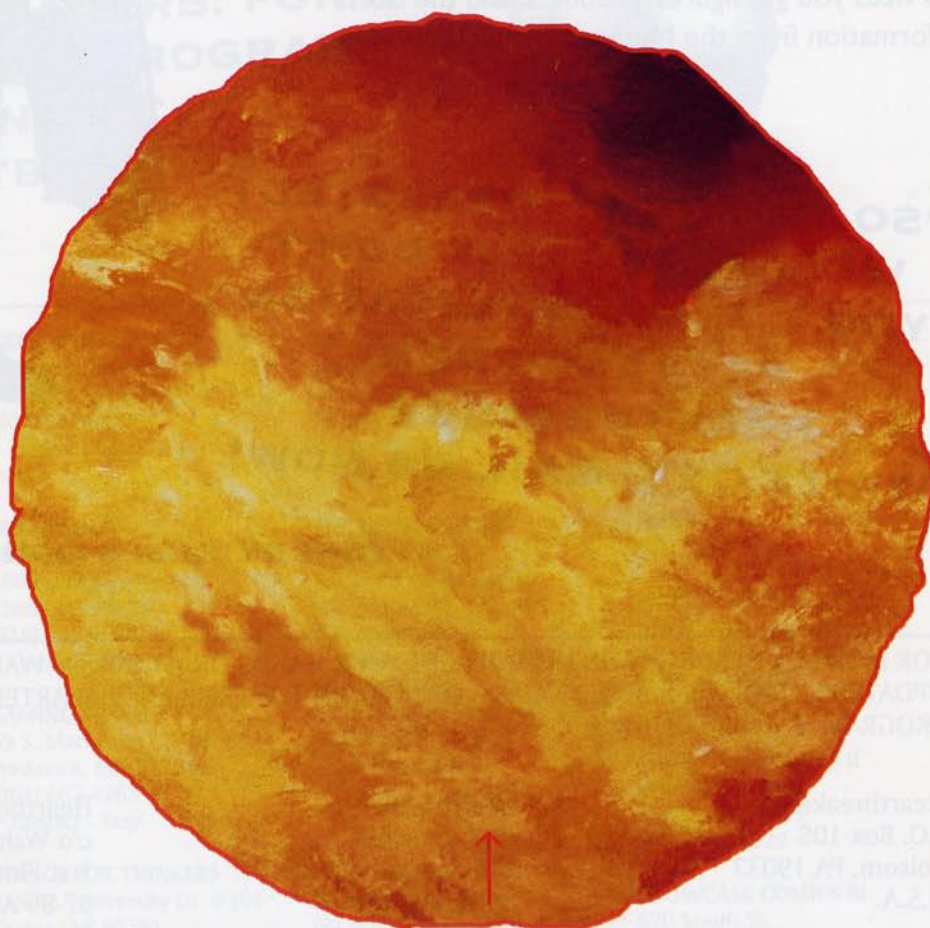
NAPALM MISSILE: The Napalm missile is a very powerful missile which creates a self-sustaining fireball. Place the Napalm template in the spot where the missile explodes. Any model beneath the template is set on fire and takes damage as if hit by a flamethrower. Leave the template in place. At the beginning of the next turn, before any units are activated, roll 1d20 to see whether the napalm continues to burn. If the roll is even, divide it by two and move the template this number of inches away from the figure firing the missile (use the small red arrow on the Napalm template for help in determining direction). Any model that the fireball comes into contact with during and in the end of its move will be

ignited and will take flamethrower damage. If the roll is odd, remove the template from the table.

CHAIN FRAG: The Chain Frag releases a chain of five Type I frag grenades (see p. 111 in the Warzone Rulebook). Roll to hit as normal to determine where the first grenade lands, checking for deviation if necessary. Place the standard grenade template at the blast location. Now, roll 1d20 and consult the deviation table to determine the direction in which the rest of the chain will land. Take four more templates and lay them out in a straight line in this direction, with each template touching the previous one. Work out damage for any of the models under the templates as normal.

TYPE	CR	MX	RM	DAM	COST
Napalm Missile	T	-	-	13	25*
Chain Frag	T	-	-	12	10*

*Per missile



NAPALM TEMPLATE

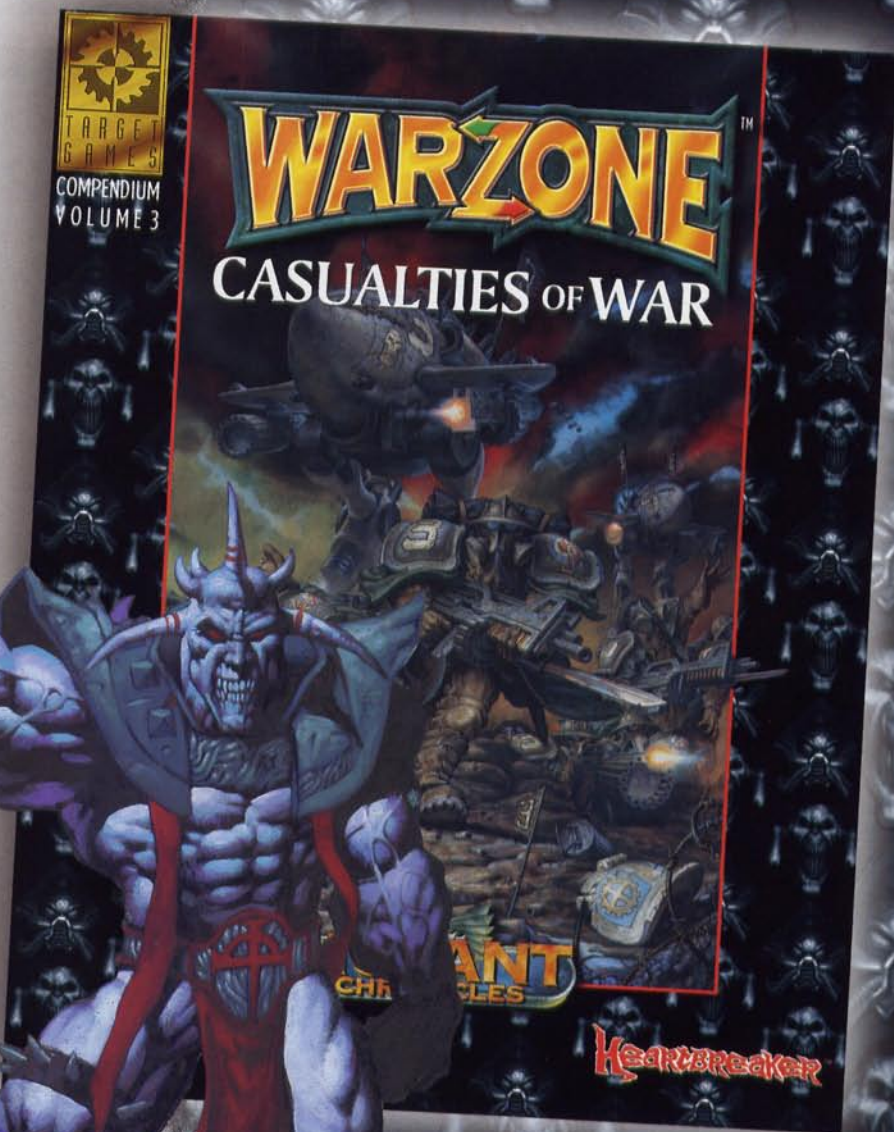
THE CASUALTIES OF WAR!!!

CASUALTIES OF WAR

The Dark Legion are enemies of all humanity. The struggle against the forces of Darkness can never end, and so the desperate human troops fight on. No matter what their corporate loyalties are, they know that if they fail, the Dark Legion will destroy unprotected human settlements all over the solar system. The war is total. Everywhere you find humans, you can find Casualties of War.

CASUALTIES OF WAR is the third volume in the Warzone Compendium series. Volume One, DAWN OF WAR, concentrated on the leaders and famous warriors of the Mutant Chronicles. Volume Two, BEASTS OF WAR, took a hard look at the vehicles. Now, in CASUALTIES OF WAR, we get back to the troops. We've been saving all the new troop types for this book, including several that you've always wanted but never had rules for. In addition, we've included a special rules clarification section, lots of new weapons, vehicles, and a lot more.

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